

EAST Search History**EAST Search History (Prior Art)**

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L3	0	"I2" and "a second game screen image presenting a narrow-extent field of view"	US-PGPUB; USPAT; USOOR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2010/03/09 15:06
L4	0	"I2" and "a second game screen image presenting a narrow-extent field of view"	US-PGPUB; USPAT; USOOR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2010/03/09 15:06
L5	0	"I2" and "different extents of a field of view"	US-PGPUB; USPAT; USOOR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2010/03/09 15:09
L6	0	"I2" and "predetermined handicap assigned"	US-PGPUB; USPAT; USOOR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2010/03/09 15:10
L7	0	"I2" and "a narrow-extent field of view"	US-PGPUB; USPAT; USOOR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2010/03/09 15:10
L8	0	"I2" and "at least one personal display device"	US-PGPUB; USPAT; USOOR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2010/03/09 15:19
L9	0	"I2" and "at the same time a narrow-extent"	US-PGPUB; USPAT; USOOR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2010/03/09 15:20
L10	0	"I2" and "simultaneously provide said second game screen"	US-PGPUB; USPAT; USOOR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2010/03/09 15:21

L11	0	"I2" and "fist character operation programmed logic"	US-PGPUB; USPAT; USOOR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2010/03/09 15:22
L12	0	"I2" and "display of the entire playable"	US-PGPUB; USPAT; USOOR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2010/03/09 15:22
L13	0	"I2" and "encompassing only a small portion of the playable"	US-PGPUB; USPAT; USOOR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2010/03/09 15:22
L14	0	"I2" and "a predetermined handicap"	US-PGPUB; USPAT; USOOR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2010/03/09 15:23
L15	0	"I2" and "character that is being controlled"	US-PGPUB; USPAT; USOOR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2010/03/09 15:23
L35	896	(463/1).OCLS.	US-PGPUB; USPAT; USOOR	OR	OFF	2010/03/09 15:58
L36	303	(463/6).OCLS.	US-PGPUB; USPAT; USOOR	OR	OFF	2010/03/09 15:58
L37	196	(463/33).OCLS.	US-PGPUB; USPAT; USOOR	OR	OFF	2010/03/09 15:58
L38	839	(463/40).OCLS.	US-PGPUB; USPAT; USOOR	OR	OFF	2010/03/09 15:59
L39	3140	(463/42).OCLS.	US-PGPUB; USPAT; USOOR	OR	OFF	2010/03/09 15:59
L40	1624	(463/31-33).OCLS.	US-PGPUB; USPAT; USOOR	OR	OFF	2010/03/09 15:59
S166	1	("6431982").PN.	US-PGPUB; USPAT; USOOR	OR	OFF	2009/08/12 10:26
S167	2	multi adj player same server same portable same display	US-PGPUB; USPAT; USOOR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2009/08/13 15:02
S168	139	multi adj player same server same display	US-PGPUB; USPAT; USOOR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2009/08/13 15:02

S169	1	("6856800").PN.	US-PGPUB; USPAT; USOOR	OR	OFF	2009/08/13 17:47
S170	1	("6431982").PN.	US-PGPUB; USPAT; USOOR	OR	OFF	2010/03/09 12:33
S171	2	multi adj player same server same portable same display	US-PGPUB; USPAT; USOOR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2010/03/09 12:33
S172	158	multi adj player same server same display	US-PGPUB; USPAT; USOOR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2010/03/09 12:33
S173	1	("6856800").PN.	US-PGPUB; USPAT; USOOR	OR	OFF	2010/03/09 12:33

EAST Search History (Interference)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	795	(463/1-69).COLS.	UPAD	OR	OFF	2010/03/09 14:37
L2	795	(463/1-69).COLS.	UPAD	OR	OFF	2010/03/09 14:42
L16	0	"i2" and "a second game screen image presenting a narrow-extent field of view"	USPAT; UPAD	OR	ON	2010/03/09 15:56
L17	0	"i2" and "a second game screen image presenting a narrow-extent field of view"	USPAT; UPAD	OR	ON	2010/03/09 15:56
L18	0	"i2" and "a second game screen image presenting a narrow-extent field of view"	USPAT; UPAD	OR	ON	2010/03/09 15:57
L19	0	"i2" and "at the same time a narrow-extent"	USPAT; UPAD	OR	ON	2010/03/09 15:57
L20	0	"i2" and "a predetermined handicap"	USPAT; UPAD	OR	ON	2010/03/09 15:57
L21	0	"i2" and "a second game screen image presenting a narrow-extent field of view"	USPAT; UPAD	OR	ON	2010/03/09 15:57
L22	0	"i2" and "predetermined handicap assigned"	USPAT; UPAD	OR	ON	2010/03/09 15:57
L23	0	"i2" and "at least one personal display device"	USPAT; UPAD	OR	ON	2010/03/09 15:57

L24	0	"I2" and "display of the entire playable"	USPAT; UPAD	OR	ON	2010/03/09 15:57
L25	0	"I2" and "a predetermined handicap"	USPAT; UPAD	OR	ON	2010/03/09 15:57
L26	0	"I2" and "encompassing only a small portion of the playable"	USPAT; UPAD	OR	ON	2010/03/09 15:57
L27	0	"I2" and "character that is being controlled"	USPAT; UPAD	OR	ON	2010/03/09 15:57
L28	0	"I2" and "simultaneously provide said second game screen"	USPAT; UPAD	OR	ON	2010/03/09 15:57
L29	0	"I2" and "a narrow-extent field of view"	USPAT; UPAD	OR	ON	2010/03/09 15:57
L30	0	"I2" and "a second game screen image presenting a narrow-extent field of view"	USPAT; UPAD	OR	ON	2010/03/09 15:57
L31	0	"I2" and "a narrow-extent field of view"	USPAT; UPAD	OR	ON	2010/03/09 15:57
L32	0	"I2" and "first character operation programmed logic"	USPAT; UPAD	OR	ON	2010/03/09 15:57
L33	0	"I2" and "character that is being controlled"	USPAT; UPAD	OR	ON	2010/03/09 15:57
L34	0	"I2" and "a second game screen image presenting a narrow-extent field of view"	USPAT; UPAD	OR	ON	2010/03/09 15:57

3/9/2010 4:24:41 PM

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 Character Switching With Personal Game Displays Zooming.wsp